CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0204 Feedback

Outcomes that eventually cover both 2D and 3D max out at **|** for now because we are dealing only with 2D in this assignment. They will expand to their full potential with the 3D course work.

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Notes while running (high-priority notes are marked with ***):

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1a —
2a (max **|**) —
3a (max **|**) —
4a —
4b —
4c —
4d —
4e — **|** …Excellent frequency and timing, but with some overly terse (or ordinally numbered!) messages.
4f — **+** …Submitted on time.